

## Re: Zoom relative to mouse position

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*Source:* <http://coding.derkeiler.com/Archive/Java/comp.lang.java.programmer/2008-05/msg01884.html>

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- *From:* "John B. Matthews" <nospam@xxxxxxxxxx>
  - *Date:* Tue, 20 May 2008 18:40:00 -0400
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In article <nospam-466FBD.16342420052008@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>, "John B. Matthews" <nospam@xxxxxxxxxx> wrote:  
[...]

Correct. The rectangle starts out centered on the origin of a Cartesian plane (user space). As the graphics environment's default transformation matrix is unchanged, the rectangle is rendered upright on the screen (device space) and centered on the origin (left, upper corner). Translating it to the current mouse point leaves it centered on the mouse point, scaled according to the mouse wheel. Try altering the original rectangle from (-15, -30, 30, 60) to (-15, -5, 30, 60) to see how the rectangle remains upright (due to the g2's default transform) and how it is positioned (due to the tx transform).

[...]

Oops, not Cartesian. Rather, it's the vertical inverse, with ordinates increasing top-to-bottom.

John

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